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IN THE CLAIMS

Amended claims follow:

1. (Currently Amended) A method for retrieving instructions from video memory utilizing a texture module in a graphics pipeline, comprising:
 - (a) sending an instruction request to video memory utilizing, where a texture module in a graphics pipeline sends the instruction request to the video memory; and
 - (b) receiving instructions from the video memory in response to the instruction request utilizing the texture module in the graphics pipeline.
2. (Previously Amended) The method as recited in claim 1, and further comprising sending a texture request to video memory utilizing the texture module in the graphics pipeline.
3. (Previously Amended) The method as recited in claim 2, and further comprising receiving texture information from the video memory in response to the texture request utilizing the texture module in the graphics pipeline.
4. (Previously Amended) The method as recited in claim 1, wherein the video memory includes a frame buffer.
5. (Previously Amended) The method as recited in claim 4, wherein the video memory includes direct random access memory (DRAM).
6. (Original) The method as recited in claim 3, wherein the instructions are adapted for controlling a texture environment module coupled to the texture module.

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7. (Original) The method as recited in claim 6, wherein the instructions control the manner in which the texture environment module processes the texture information.
8. (Original) The method as recited in claim 1, and further comprising receiving initial instructions from a rasterizer module coupled to the texture module.
9. (Original) The method as recited in claim 8, wherein the initial instructions control at least the sending of the instruction request by the texture module.
10. (Original) The method as recited in claim 3, and further comprising temporarily storing the instructions and the texture information in cache.
11. (Original) The method as recited in claim 10, wherein the cache is resident on the texture module.
12. (Previously Amended) The method as recited in claim 3, wherein each piece of texture information and each of the instructions are of a similar size in the video memory.
13. (Original) The method as recited in claim 3, and further comprising controlling the texture module utilizing a shader module coupled thereto.
14. (Original) The method as recited in claim 13, wherein the shader module controls the sending of the instruction request and the texture request by the texture module.
15. (Original) The method as recited in claim 13, wherein the shader module processes a plurality of pixels with the texture information based on the instructions.

16. (Previously Amended) The method as recited in claim 15, wherein the shader module is capable of reusing the texture information in order to request further texture information from the video memory.
17. (Original) The method as recited in claim 15, and further comprising ceasing the processing upon the receipt of a terminate instruction.
18. (Original) The method as recited in claim 1, wherein a complete instruction set is received in response to the instruction request.
19. (Original) The method as recited in claim 1, wherein a partial instruction set is received in response to the instruction request.
20. (Original) The method as recited in claim 19, and further comprising repeating (a) – (b) in accordance with the instructions.
21. (Original) The method as recited in claim 1, wherein (a) – (b) are carried out in accordance with the instructions received in response to the instruction request.
22. (Original) The method as recited in claim 1, wherein the texture module is adapted for operating in a plurality of different modes.
23. (Original) The method as recited in claim 22, wherein the instructions are received in a predetermined one or more of the different modes.
24. (Currently Amended) A computer program product for retrieving instructions from video memory utilizing a texture module in a graphics pipeline, comprising:
 - (a) computer code for sending an instruction request to video memory utilizing, where a texture module in a graphics pipeline sends the instruction request to the video memory; and

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- (b) computer code for receiving instructions from the video memory in response to the instruction request utilizing the texture module in the graphics pipeline.
- 25. (Currently Amended) A system for retrieving instructions from video memory utilizing a texture module in a graphics pipeline, comprising:
 - (a) means for sending an instruction request to video memory, where a texture module in a graphics pipeline sends the instruction request to the video memory; and
 - (b) means for receiving instructions from the video memory in response to the instruction request.
- 26. (Currently Amended) A texture module for retrieving instructions from video memory capable of carrying out a method, comprising:
 - (a) sending an instruction request to video memory, where the texture module sends the instruction request to the video memory; and
 - (b) receiving instructions from the video memory in response to the instruction request.
- 27. (Currently Amended) A data structure stored in a frame buffer of a graphics pipeline for allowing the retrieval of instructions utilizing, where a texture module coupled thereto sends the instruction request to video memory, the data structure comprising an instruction object stored in the frame buffer for being retrieved therefrom in response to anthe instruction request utilizing atthe texture module in atthe graphics pipeline.
- 28. (Currently Amended) A method for retrieving instructions from video memory, comprising:
 - (a) receiving a plurality of preliminary instructions from a rasterizer module utilizing a texture module coupled thereto;
 - (b) sending an instruction request to video memory utilizing, where the texture module sends the instruction request to the video memory;

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- (c) receiving additional instructions from the video memory in response to the instruction request utilizing the texture module;
- (d) caching the additional instructions on the texture module;
- (e) sending a texture request to video memory utilizing the texture module in accordance with the additional instructions;
- (f) receiving texture information from the video memory in response to the texture request utilizing the texture module;
- (g) caching the texture information on the texture module; and
- (h) repeating (b) – (g) in accordance with the additional instructions.

29. (Currently Amended) A method for retrieving instructions from video memory, comprising:

- (a) receiving a plurality of preliminary instructions from a rasterizer module utilizing a shader module coupled thereto;
- (b) sending an instruction request to video memory-utilizing, where a texture module coupled to the shader module sends the instruction request to the video memory;
- (c) receiving additional instructions from the video memory in response to the instruction request utilizing the texture module;
- (d) caching the additional instructions on the texture module;
- (e) sending a texture request to video memory utilizing the texture module in accordance with the additional instructions;
- (f) receiving texture information from the video memory in response to the texture request utilizing the texture module;
- (g) caching the texture information on the texture module;
- (h) processing a plurality of pixels with the texture information utilizing the shader module in accordance with the additional instructions;
- (i) repeating (b) – (h) in accordance with the additional instructions; and
- (j) outputting the processed pixels upon receipt of additional instructions that include a terminate instruction.

30. (Currently Amended) A method for retrieving instructions from video memory utilizing a cache in a graphics pipeline, comprising:

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sending an instruction request to video memory in a graphics pipeline, where
a cache in the graphics pipeline sends the instruction request to the video memory;
and

receiving instructions from the video memory in response to the instruction
request utilizing a for storage in the cache in the graphics pipeline.